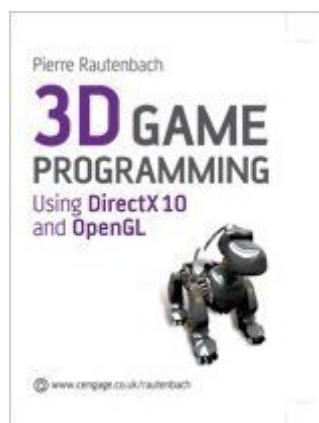


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# 3D Games Programming: Using DirectX 10 And Open GL



## Synopsis

3D Game Programming focuses on all the elements making up a 3-D first-person shooter game engine using a bottom-up approach. By following the easy-to-read text, the reader will learn how to create his or her own next-generation 3-D game engine with support for vertex and pixel shading GPU techniques (via Cg and HLSL), dynamic lighting and shadowing (via stencil shadow volumes), geometric meshes, audio, artificial intelligence, physics, environmental reflections, refraction and advanced lighting techniques such as High Dynamic Range lighting. Dealing with the cross-platform programming of 3-D Games for both Linux/MacOS X (via OpenGL/GLUT) and Windows (via DirectX 10 or OpenGL/GLUT) platforms, this book bridges an existent rift in the game development community. In addition to covering these APIs in-depth, the reader is also introduced to other game programming topics such as game development techniques and methodologies, particle systems, shader-based special effects, physics-based animation and artificial intelligence, making this the most comprehensive game programming guide around.

## Book Information

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## Customer Reviews

I don't usually do reviews on book's, but I figured that it would be wise cause the book isn't exactly all it is made out to be.If I never did Direct X before, I would probably give this book a lower rating for the fact that the description is a little misleading. The description says that this book teaches a developer how to build a game engine. It does nothing of this.I do think this book is a great reference book. he does not talk too in depth about what everything does, he more like leads by

example. This is the type of book you would pick up when you forget how to load an effect file or forget how to obtain an input device and less of a tutorial for the beginner. At the end of the book, it shows how to build a First Person Rendering Engine. Which is kind of nice, but the method he teaches you is a very device dependent approach. Which I found pretty strange for OpenGL / DirectX book. He practically made more work for himself instead of just making the Render Layer Abstract. He practically used all of the DXUTiles callback methods for everything from frame updates, to mouse movement. So you practically had to do the same thing over again in the OpenGL implementation. Overall this book is not for beginners, it's more for people who at least done some graphics programming and possibly some shader programming as well. Once you've done that, get this book. Get this book and Jason Gregory's book you will be unstoppable.

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